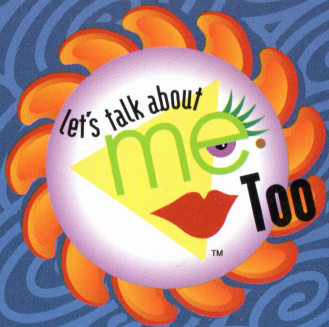




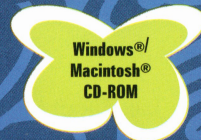
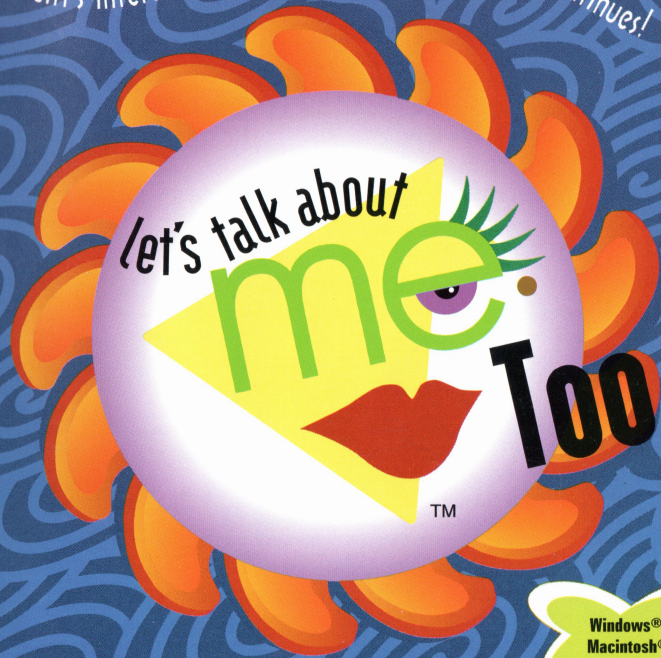
Let's Talk About ME! Too ©1997 Simon & Schuster, the publishing operation of Viacom, Inc. and Davidson & Associates, Inc.

LET'S TALK ABOUT ME! Too and design is a trademark of Simon & Schuster, Inc. Microsoft is a registered trademark and Windows is a trademark of Microsoft Corporation. Macintosh is a registered trademark of Apple Computer, Inc. QuickTime and the QuickTime Logo are trademarks of Apple Computer, Inc. used under license. Made with Macromedia is a trademark of Macromedia, Inc. All rights reserved.

Developed by Girl Games, Inc. Girl Games is a registered trademark of Girl Games, Inc.



The Girl's Interactive Handbook for the 21st Century Continues!



❀ Special Message for Parents ❀

Coming of Age topics discussed. Parental Guidance suggested.

"It's about being a girl...about being a girl in the 90s..."

❀ As the first interactive guides for female adolescents, *Let's Talk About ME!* and *Let's Talk About ME! Too* provide a preteen or teenage girl with the opportunity to explore her relationships, personality, and potential—all within the privacy of her own interactive experience.

❀ During this stage of development, girls change and grow at very different rates. We also recognize that girls and their families vary tremendously. We believe that the family is the best place for children to learn about themselves and their changing roles in the world.

❀ These CD-ROMs provide useful information on a variety of subjects that often concern and mystify young people. We provide lots of discussion points and activity suggestions to help girls on their journey toward adulthood.

Technical Support Options

Support outside the U.S. and Canada is available via fax, mail, and on-line services only.

Before calling Technical Support, please see p.17 of this manual.

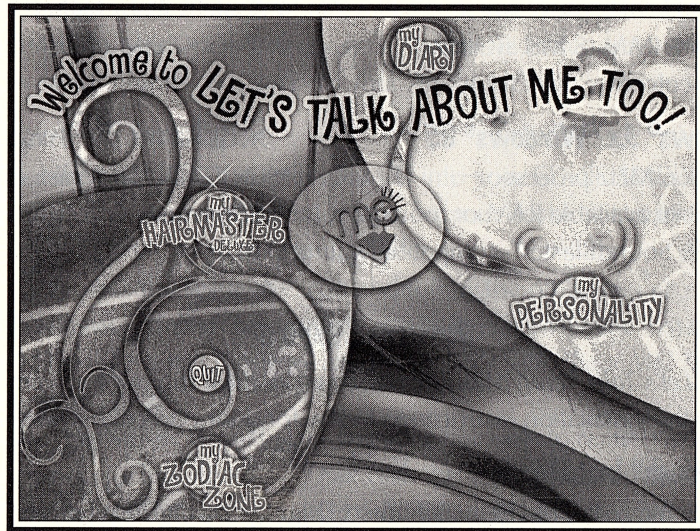
Phone: (800) 457-8357 or (310) 793-0600, 7AM-6PM PT, Mon-Fri

Direct E-mail: support@education.com • Fax: (310) 214-7937

World Wide Web: <http://www.education.com>

Mail: Technical Support, Davidson & Associates, Inc.,
P.O. Box 2961, Torrance, CA 90509

Let's Talk About ME! Too © 1997 Simon & Schuster, the publishing operation of Viacom, Inc. and Davidson & Associates, Inc. All rights reserved.



Minimum System Requirements

Macintosh®

- * 040/33 MHz processor
- * 12 MB RAM (8 MB available)
- * 256 colors
- * System 7.1 or higher
- * 2x CD-ROM or faster

Windows® 3.x/Windows® 95

- * 486/66 MHz processor
- * 8MB of available RAM or more
- * 100% SoundBlaster™-compatible sound card
- * 2x CD-ROM or faster
- * 256 colors

Getting Started

To run *Let's Talk About ME! Too*, you must install it to your hard drive. Follow the installation instructions below for your particular system.

Macintosh® Installation

- * Place the *Let's Talk About ME! Too* CD into your CD-ROM drive. A window will pop open.
- * Double-click the **Install Let's Talk About ME! Too** icon. If you have already installed the original *Let's Talk About ME!*, the installer will put this program in the same folder. If you have not installed the

original *Let's Talk About ME!*, the Installer will create a folder called "Let's Talk About Me!" and install this program into it.

- * To run *Let's Talk About ME! Too*, make sure you have the CD in the CD-ROM drive. Open the *Let's Talk About ME!* folder on your hard drive and double-click the **Let's Talk About ME! Too** icon.

Windows® 95 Installation

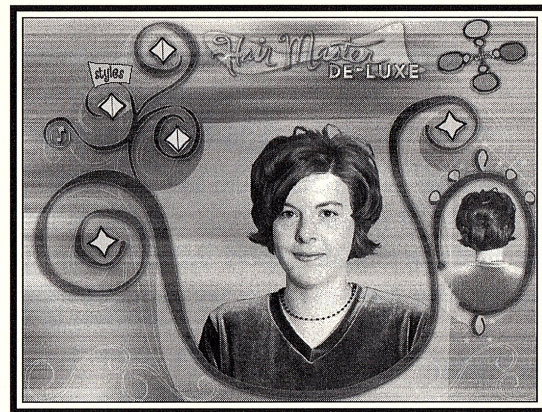
- * Place the *Let's Talk About ME! Too* CD into your CD-ROM drive.
- * Double-click the **My Computer** icon on your desktop. Double-click the CD-ROM icon titled **About_ME2**.
- * Double-click the **setup.exe** icon and follow the on-screen prompts.
- * If you have installed the original *Let's Talk About ME!*, the installer will find the correct directory and install *Let's Talk About ME! Too* in the same place.
- * After installation, if you have a modem and wish to register your copy of *Let's Talk About ME! Too*, click the **Yes** button and follow the on-screen prompts. If you do not wish to register at this time, you can always do it later by clicking the **Electronic Registration** icon in the *Let's Talk About ME! Too* program group.
- * To run *Let's Talk About ME! Too*, make sure you have the CD in the CD-ROM drive. Click the **Start** button and select **Programs**. Then

select *Let's Talk About ME! Too*. Click the *Let's Talk About ME! Too* icon to start the program.

Windows® 3.x Installation

- ✿ Place the *Let's Talk About ME! Too* CD into your CD-ROM drive.
- ✿ From the File menu, select **Run**. Click the **Browse** button and select your CD-ROM drive. Double-click on **setup.exe** and click OK.
- ✿ Follow the on-screen prompts to install the program.
- ✿ If you have installed the original *Let's Talk About ME!*, the installation will find the correct directory and install *Let's Talk About ME! Too* in the same place.
- ✿ After installation, if you have a modem and wish to register your copy of *Let's Talk About ME! Too*, click the **Yes** button and follow the on-screen prompts. If you do not wish to register at this time, you can always do it later by clicking the **Electronic Registration** icon in the *Let's Talk About ME! Too* program group.
- ✿ To run *Let's Talk About ME! Too*, make sure the CD is in the CD-ROM drive. Double-click the program group titled *Let's Talk About ME! Too*. Click the *Let's Talk About ME! Too* icon to start the program.

My Hairmaster Deluxe



Hairmaster Deluxe lets you create some terrific hair-do's—and don'ts.

- ✿ Click on the left or right side of the different diamonds to scroll through a variety of faces, styles, and colors.
- ✿ Some choices have alternate views if you click on the smaller mirror.
- ✿ Go to the Salon-a-tron to import a photograph of yourself or of a friend—that way you can try out the styles and colors of My Hairmaster Deluxe.

- ✿ The My Stuff diamond lets you load in a picture you've imported. Hey—maybe you'll find a style that looks so good you'll want a makeover!
- ✿ To change or stop the music, click on the musical note.

The Salon-a-tron

Ever wonder what YOU would look like with a purple bouffant? Or your friend or cousin? Now you can find out. The Salon-a-tron is a nifty tool that lets you import and manipulate your own pictures so you can save them to use in My Hairmaster Deluxe.

Get Digital

If you need to get your pictures digitized so that you can use them in Hairmaster Deluxe, choose **Order digital versions of your pictures**. Use this order form to send away film, pictures, or slides you want digitized. Your pictures will come back on a 3.5" floppy disk so you can import them and get started.

Once you've scanned your pictures or have them on a floppy disk, you need to import and edit your pictures to use them in My Hairmaster Deluxe. Your digital pictures should be in a PICT or BMP file format.

First, add your digital pictures to your files.

- ✿ Find and open the directory where you've installed *Let's Talk About ME! Too*.
- ✿ You should see a folder there with your name on it. Open it, and then open the folder labeled **hairstuf**.
- ✿ Finally, open the folder labeled **toTrim** and drag the pictures from wherever you keep them into the **toTrim** folder. When you go back and start *Let's Talk About ME! Too*, you should see your picture files listed in the Salon-a-tron when it's time to choose a picture to edit.

Now, customize your digital pictures.

- ✿ Select a picture from the list of files and click its name.
- ✿ Click **preview it** to view your selection.
- ✿ Click on **choose it** if that's the pic you want to edit. The pics must be edited to fit the hairstyles and also to remove all the extra background stuff.
- ✿ Click and drag the picture to center the image.
- ✿ Size your picture as needed. Use the + or – button to enlarge or shrink the image. Click **continue** when you're done.
- ✿ Now you're ready to trim away all the background stuff and isolate

your face and neck. Click on the different block shapes to select different cutting tools.

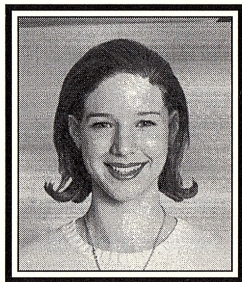
- ✿ If you make a mistake, click **Undo it** to undo your last cut. If you think you've made lots of mistakes click **Refresh it** to start over.
- ✿ Click **Check it** if you like what you've been doing and want to try out your work in some wigs.

Decide whether you want to save or trash your picture, or start over. You can use your picture as soon as you save it! Try on a variety of styles and colors. Next time, just click on the My Stuff diamond in Hairmaster Deluxe to load all of your saved pictures!

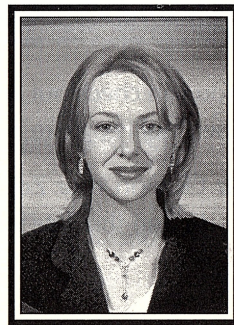
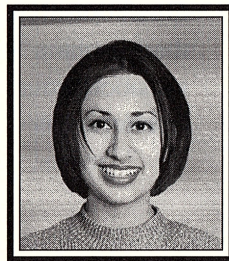
You can take your own great pics for My Hairmaster Deluxe.

It's really easy and fun to do!

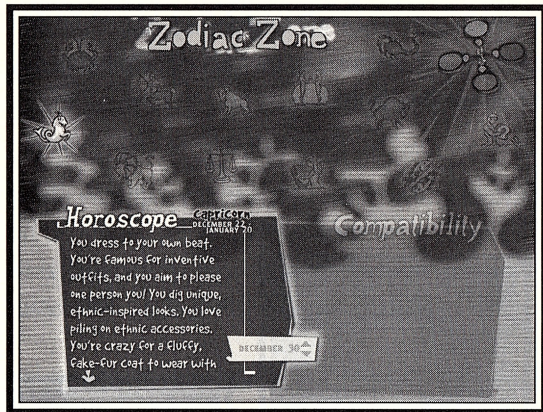
- ✿ Try to find a plain background to shoot the picture against so you stand out.
- ✿ Remember it's your *face* that's really the most important in the picture. Pull your hair back and off your face and neck, if possible. You'll have an easier time trimming around your face if you keep your hair out of the way.



- ✿ Sit "knee-to-knee" with the person taking your picture to find a good distance to frame your face.
- ✿ Try out different looks—smiling, serious, distinguished, impish. Add your favorite necklace, or try a V-neck or crew neck. Solid, especially darker, colors look best when digitized.



My Zodiac Zone

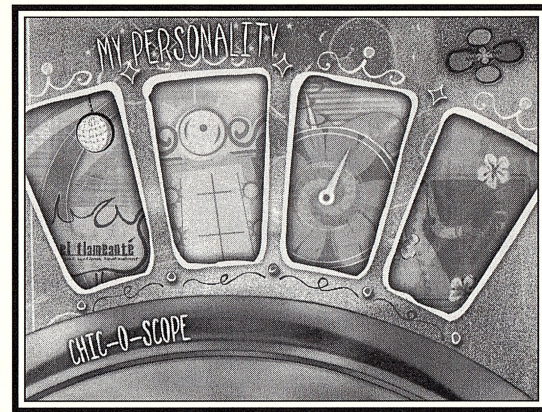


Check out what the stars have to say about your fashion sense!

You can check out who's compatible with whom. Also take a look at the Cool People in each sun sign.

- ✿ Click on your Zodiac sign at the top of the screen or use the arrows to find the date you want.

My Personality



Click to choose one of the four quizzes shown on the main Personality screen.

Chic-o-scope

What does your taste in shoes, hats, shades, food, and music say about you? Take this quiz to find out!

- ✿ Click on the topic in the middle of the screen to select it, and then click on the style of that item that you like best.

Body Factory

Discover how much YOU know about your body. Try it again for more of a challenge and for different questions.

Sass-o-meter

Are you a Classic Princess or a Fashion Disaster? Take this quiz and find out!

Herstory.

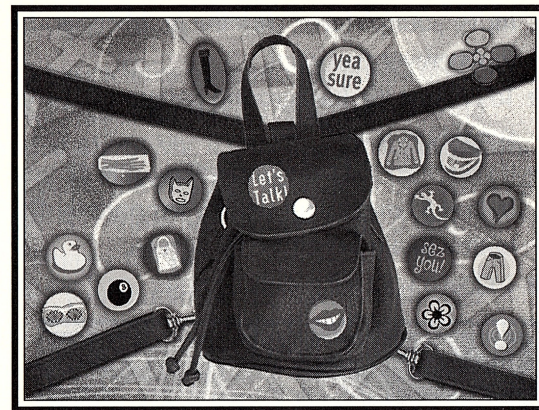
This quiz will test your knowledge about some amazing women who changed history—or actually, **herstory**.

- ✿ Click on a postcard to hear from a great lady. Then match the postcard to the stamp.

"Now Try This"—cool extras for each quiz, with great ideas and lots of fun stuff to do!

Note: To exit from a quiz, use the navigator in the upper right corner of the screen. Click **Main** to return to the main Personality screen. Click **Links** to return to another previously visited place.

My Diary

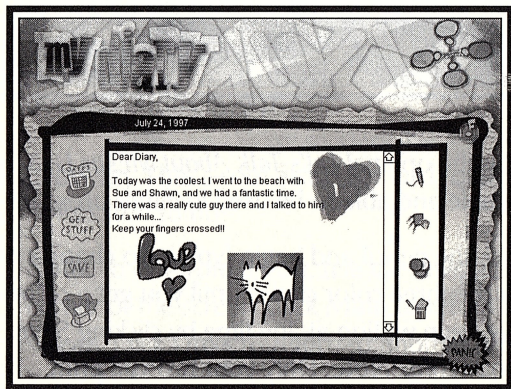


This diary is just like your real diary except it's really easy to add pictures and colored text.

All diary entries written using the original *Let's Talk About ME!* or *Let's Talk About ME! Too* are available and able to be used in either program.

- ✿ To write in your diary, click the pencil and begin typing. To change the color of the text, click the three color circles until you get a color you like. Save what you've been writing at any time by clicking **Save**. Click **Print** to print out your entry. **Note:** Only your text will print.

- ✿ To add pictures to your diary, click the **Get Stuff** button. To get rid of stuff, click the **trash can**, then click whatever you want to remove. To move your pictures, click the grabber hand, then click and drag stuff to wherever you want.
- ✿ To change the background pattern on the diary, click on it until you see one you like.
- ✿ If you need to keep your writing private, you can click the **Panic!** button to make your writing temporarily disappear. Click the **Panic!** button again to restore the screen.
- ✿ To leave yourself a note for later—or if you just want to read something you wrote a long



time ago, click on the **Dates** button. Use the arrows to scroll to the year and month you're looking for, then click on a date.

Note: Remember, to change or stop the music, you can click on the musical note.

How to put your own pictures into *Get Stuff* for your diary:

Get Stuff can use pictures in PICT or Bitmap formats.

On a PC:

- ✿ Put the floppy disk with your pictures on it into the floppy drive.
- ✿ Go to the place where *Let's Talk About ME! Too* is installed. Find and open the folder named **About Me**. If you are running Windows 95, you'll find this folder inside the Program Files folder on drive C. If you are running Windows 3.1, About Me should be listed right on drive C, so use the File Manager to open it.
- ✿ Once you open this folder, you should see a directory with your username (the name you used when you signed in to the program) OR a directory with the first part of your name and two numbers (if you are using Windows 3.1 and your name is longer than eight characters). Open this folder.
- ✿ In this directory is a folder called **pics**. Copy the files from the floppy disk into the **pics** folder.

On a Macintosh:

- ✿ Put the floppy disk containing your pictures into the floppy drive.
- ✿ On your desktop or hard drive, find and open the folder called *Let's Talk About ME! Too*.

- ✿ Now find and open the folder with your username (the name you used when you signed in to *Let's Talk About ME! Too*).
- ✿ Look for the folder called **pics**. Copy the files from the floppy disk into the **pics** folder.

NOTE FOR ALL PLATFORMS: Each picture that you add must be in two formats: large and small. The large size picture should be 100x100 pixels, and the name should start with an L (for example, **Lmydog.pic**). The small (thumbnail) size picture should be 50x50 pixels and the name should start with a T (for example, **Tmydog.pic**).

If there is a filename conflict with any pictures that are already in the **pics** folder, you should rename one of the two sets. Make sure that you have an L file and a T file for each of your pictures. After you have copied the files, you should be able to see them when you use the **Get Stuff** button and select **My Pictures**.

Before You Call Technical Support

If possible, please be at your computer and have it on when you call. We can assist you most effectively if you have the following information ready.

Windows

1. The *product name* and *version number* of the product.
2. The type of *processor* and *clock speed* (e.g., 486/66) of your computer.
3. Your operating system's *version number* (e.g., Windows 95) and the amount of *free memory* and *system resources* you have available. For Windows 3.1, go to the Program Manager and select About Program Manager from the Help menu; for Windows 95 and later, choose the My Computer icon, then choose About Windows 95 (or later) from the Help Menu. The Windows version number and the memory and system resources values will appear in the dialog box.
4. The brand name of the *sound device* and *video card* in your computer.
5. The complete and exact *error message* reported by the program (if any).
6. A printout of your *config.sys* and *autoexec.bat* files.

Macintosh

1. The *product name*.
2. The *model name* of your Mac.
3. The *system version number* and *memory*. On the Apple menu, select About This Macintosh (or About This Computer in System 7.6). In the dialog box that appears, the system version number will be at the upper right and the memory at the lower left.

CREDITS

Simon & Schuster Interactive

General Manager—Gilles Dana
Vice President, Creative Director—Jeffrey Siegel
Executive Producer—Diane Strack
Marketing—Walter Walker, Peter Von Schlossberg
Intern—Yael Oppenheim
Special thanks to Susanne Colten, John Crowe, Rob Francese, Dewanda Howard

Davidson

Vice President, Marketing—John Patrick
Director, Product Marketing—Cynthia Neiman
Brand Manager, Children's Entertainment—Helen Solomon
Assistant Brand Manager, Children's Entertainment—Cindy Liu
Producer—Heather Gilmour
New Business Development, CUC Software—Nargess Fassih
General Manager, Davidson/Simon and Schuster Joint Venture—Sue Kisla
Director of Corporate Communications—Linda Duttenhaver
Public Relations Manager—Jennifer Johnson
Lead Tester—Christina Hsu
Testers—Allison Tanabe, Jason Cai, Lev Rivkin, Kelli Smith
Research Manager—Wendy Fitzgerald
Research Specialist—Linda Howard

Girl Games

Executive Producer—Laura Groppe
Producer and Creative Designer—Stephanie Wilson
Associate Producer—Jane Stavinoha
Writers—Gail Gilchries, Natalie Wilson
Research—Natalie Wilson, Elaina Thiemann
Music and Sound Design—*Andromeda Music*, Shane Madden
Visual Design, Art & Navigation—*team smartyPants! inc.*: Mario Champion,
Derek A. Rosenstrauch, Doug Moyers, Brian Maloney,
Frank Champion, Patti Minardi, Kimi Weart, Chris Anderson
Programming—Jeff Raun, Bobby George, Erik Smartt
Voice Over—Laura Engle, Danielle DiDio, Tammy Bright, Mary Catherine
Meanza, Julie Hardge, Kittiya Lee
Models—Valencia Walker, Tammy Bright, Karen Van Zandt, Joy Gohring,
Heather Kelley, Shelly Tamaddoni, Veronica Estrada, Jennifer Potter,
Micah Magee, Lindsay Bloomquist, Blythe Wimbush, Charlyn Jonas
Photography—Audrea Moyers
Stylists—David Bain, Jimmy Perez
Special thanks to the Vitali Salon.

*Published jointly by Simon and Schuster, the publishing operation of Viacom, Inc.
and Davidson & Associates, Inc.*

IMPORTANT – READ PRIOR TO USING THE SOFTWARE

YOU SHOULD CAREFULLY READ THE FOLLOWING END USER LICENSE AGREEMENT BEFORE USING THE SOFTWARE. YOUR USE OF THE SOFTWARE INDICATES YOUR ACCEPTANCE OF THE AGREEMENT. IF YOU DO NOT AGREE WITH THE TERMS OF THE AGREEMENT, YOU SHOULD PROMPTLY RETURN THE PACKAGE WITH THE SOFTWARE UNUSED FOR A REFUND.

The software or computer program(s) and the accompanying documentation, if any, that accompany this end user license agreement ("Software") are the copyrighted work of Simon and Schuster, Inc. and Davidson & Associates, Inc. ("Publishers") and/or their suppliers. All use of the Software is governed by the terms of the End User License Agreement which is provided below ("License"). Any reproduction or redistribution of the Software not in accordance with the terms of the License Agreement is expressly prohibited.

1. Grant of License. Publishers hereby grant, and by using the Software, you thereby accept, a limited, non-exclusive license, and right to install and use one (1) copy of the Software for your use on either a home or portable computer.
2. Responsibilities of End User.
 - A. The Software and any accompanying documentation are copyrighted by Publishers or their suppliers. All rights are reserved. Subject to the Grant of License hereinabove, you may not, in whole or part, copy, photocopy, reproduce, translate, reverse engineer or de-compile the Software without the prior consent, in writing, of Publishers.
 - B. The Software is licensed to you as a single product. Its component parts may not be separated for use on more than one computer.
 - C. You are entitled to use the Software for your own use, but you shall not be entitled to sell or transfer reproductions of the Software or any documentation accompanying the Software to other parties in any way, nor to rent or lease the Software to others without the prior written consent of Publishers.
3. Software Transfer. You may permanently transfer all of your rights under this License Agreement, provided the recipient agrees to the terms of this License and you agree to remove the Software from your home or portable computer.
4. Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Software. Publishers may, at their discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Software.

LIMITED WARRANTY

Davidson & Associates, Inc. and Simon and Schuster, Inc. warrant for a period of ninety (90) days from the date of purchase that the software title contained in this package shall be free from defects in material and workmanship. In the event that this software title proves defective during that time period, Davidson & Associates, Inc. and Simon and Schuster, Inc. will at their option 1) correct any defect; 2) provide the customer with a functionally equivalent disk; or 3) provide a refund of the purchase price upon receipt by Davidson & Associates, Inc. of proof of purchase and the defective product.

REPAIR, REPLACEMENT, OR REFUND AS PROVIDED IN THIS WARRANTY IS THE EXCLUSIVE REMEDY OF THE CONSUMER. DAVIDSON SHALL NOT BE LIABLE FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY. EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE ON THIS PRODUCT IS LIMITED IN DURATION TO THE DURATION OF THIS WARRANTY.

Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations or exclusion may not apply to you.

COPYRIGHT NOTICE

The software and the manual are copyrighted. All rights are reserved. They may not, in whole or part, be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form without prior consent, in writing, from Davidson & Associates, Inc. or Simon and Schuster, Inc. The user of this product shall be entitled to use the product for his or her own use, but shall not be entitled to sell or transfer reproductions of the software or manual to other parties in any way, nor to rent or lease the product to others without written permission of Davidson & Assoc., Inc. or Simon and Schuster, Inc.

Let's Talk About ME! & design is a trademark of Simon & Schuster, Inc. Windows is a registered trademark of Microsoft Corporation. Macintosh is a registered trademark of Apple Computer, Inc. SoundBlaster is a trademark of Creative Labs, Inc. All rights reserved.